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Maplestory m bishop skill build guide

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Bishop is one of the best support classes in the game, offering healing, damage buffs, dispels, EXP boost, drop rate, and extra lives. This class excels at both soloing and team play, making it highly versatile. If you want to be highly sought after in parties, Bishop is an excellent choice. The Bishop class has a best-in-slot main weapon, the Genesis Staff, as well as a secondary option, Deimos Sage Shield. The class also shares cash shop items with other classes, including all explorers and legion effects. Bishop's primary stats are INT +10/20/40/80/100, Max Link Skill Empirical Knowledge – Stackable Damage 3% + IED 3% (max 3 stacks). Inner Ability Top Line+1 Attack Speed benefits from max Attack speed. The skill has both a 2-minute and 3-minute burst type. While Bishop can be useful as a solo support player, it is not recommended for bossing due to limited kit utilization and better options available. However, as a secondary support or main, Bishop excels in party bosses, allowing you to help your friends and potentially join harder bosses. Key skills include Magic Guard (+1), Teleport (+1), MP Booster (+1) Teleport (MAX), Energy Bolt (MAX), MP Boost (MAX). The notable skills are Magic Guard, which takes damage instead of MP, and Mana Wave, which allows for air floating in bossing situations. If you hold the jump key in the air, you'll float for a few seconds. Additionally, Magic Armor provides defense with a +90 bonus, while Defense increases by 20% per level. There's also a passive buff that boosts MP by 120 per level. When equipped with a Wand, Critical Rate increases by 5%. The Bishop has several notable skills, including Heal/Angelic Wrath (with different forms), Bless, and Blessed Ensemble. Heal restores HP to you and your party members, making it very useful in boss fights. Angelic Wrath is the Vengeance form of Heal, which deals damage while debuffing the enemy and reducing its defense. Bless grants ATK, MATK, and DEF to you and your party with no cooldown, allowing you to keep it up at all times. Blessed Ensemble provides final damage for buffing up your party members, increasing by 1% per party member nearby. Holy Arrow is a mobbing skill that deals damage with MP cost of 36, damage of 185%, three attacks, and max enemies hit of 4. It's used as the mobbing skill until level 3rd job. Bishop has several skills, including Holy Arrow, which increases final damage by 1% in proportion to the number of nearby party members you have buffed. Bishop's notable skills include Holy Fountain, Dispel, Holy Symbol, Holy Magic Shield, and Divine Protection. Holy Fountain summons a healing fountain near the user's position, allowing them to restore HP by pressing the UP arrow key while standing on it. The Vengeance form, Fountain of Vengeance, summons a talisman that deals damage to nearby enemies. Dispel clears all status effects from the user and their party members. This skill is particularly useful in boss fights where multiple status effects can be problematic. The Vengeance form, Triumph Feather, creates feathers that increase damage output when attacking while the buff is active. Holy Symbol is an active buff that increases EXP gained by the user. Once hyper skills are accessible, this effect will also apply to increased Drop Rate. Holy Magic Shield restores HP and provides a shield that reduces damage taken, making it primarily useful for bossing. Divine Protection is an active buff that increases status resistance and elemental resistance, reducing the time spent stunned or affected by other debilitating effects. The cooldown of Dispel is reduced when used in combination with Divine Protection. Benevolence skills are intended for party support, while Vengeance forms are geared towards dealing damage and mobbing. It's currently not possible to switch between these forms, but this will change at level 140 with the introduction of hyper skills. Shining Ray is used as a mobbing skill until reaching the 4th job. Holy Symbol greatly increases attack power, but requires a substantial MP cost and has a long cooldown. Arcane Overdrive boosts critical rate and damage, while also providing additional buffs that enhance overall performance. Bishop possesses several notable skills in their 4th job, including Angel Ray for bossing and Big Bang for mobbing. Holy Water provides party HP recovery through summonable chalices, with HP recovered increasing by INT. Blood of the Divine offers a high-damage buff but comes at a cost of increased damage taken and reduced HP recovery. Resurrection offers brief invincibility and damage upon revival, while Infinity is crucial for maximum damage output with its buff strength increasing over time. Bahamut is crucial in boosting the effectiveness of holy skills, as it applies a mark that amplifies the damage dealt using such abilities. The two essential summoned skills are Big Bang and Angel Ray. Angel Ray's primary function is to apply a debuff that increases final damage for allies by 2% for 20 seconds, which can be stacked up to five times. Meanwhile, Big Bang serves as the main spammable bossing skill due to its high damage output and massive AoE attack capabilities. Furthermore, the passive buff of Blessed Harmony enhances party members under the effect of buffs with an additional increase in final damage. Another critical passive is Holy Water, where hitting enemies seven times generates one holy water that can be consumed to summon chalices nearby. The number of chalices summoned increases by 5 seconds for every 2500 INT possessed. Lastly, Blood of the Divine provides a significant increase in final damage and negates healing items, while Resurrection revives KO'd party members and makes them invincible for eight seconds. Skillful teammates can be given a boost with a skill that makes them invincible and increases their damage output by using it in boss fights, making them more effective. Key skills include Skill to Revive and Buff Teammates, Bahamut, Advanced Blessing, Maple Warrior, Hero’s Will, and Arcane Aim. Additionally, Bishop has three must-have passives: Holy Symbol, Advanced Blessing, and a choice between two options based on mobbing or bossing styles. The ultimate goal for Matrix and new 5th job skills is to level them up through Nodestones and Experience nodes. Bishop V Skills have varying levels of importance, with Benediction being a crucial skill due to its impact on party bossing. It provides Final Damage, HP, and AS that scale as INT increases. To make this skill workable for soloing or party bossing, you can either set the cooldown to 2 minutes immediately after using it or use it within 5 seconds of initial activation. Increases damage output by 11% for 8 seconds while also increasing damage output by 1% for each remaining contact, with a cooldown of 10 seconds. The skill provides two bossing options: Divine Punishment and Boost Nodes. Divine Punishment has a high MP cost per attack and consumes 1 holy light per second, dealing up to 535% damage to six enemies in front. It also prepares a 1 holy light every 8.5 seconds and can hold up to eight at a time with a cooldown of 1.5 seconds. Boost Nodes are used for leveling up skills past their initial cap and form perfect trios for each class, including Bishop. The most useful skills for Bishop are Primary Node, Secondary Node, Angel Ray, Heaven's Door/Fountain of Vengeance, Heal/Angelic Wrath, Genesis/Triumph Feather Bahamut, and Big Bang. For Bishop mains and mules, it is recommended to level up both Primary and Secondary nodes. Other skills, such as Decent Sharp Eyes, Decent Combat Orders, and Decent Speed Infusion, can be ignored unless necessary for min-maxing or at the end-game level. The order of skill equipment prioritization is Benediction, Divine Punishment, Angel of Balance, Peacemaker, Unreliable Memory, Level 1 Decent Speed Infusion, Sharp Eye, Combat Orders, Mana Overload, and Maple World Goddess's Blessing. **Optimizing Your Maple World Experience: Goddess’s Blessing and HEXA Matrix Guide** For main characters, maximizing all skills is a given, making other considerations secondary. Understanding the HEXA matrix is crucial, as it comprises: * **Skill Node**: Unlocks 6th job Origin skill (e.g., Holy Advent) * **Mastery Node**: Enhances 4th job skills (e.g., HEXA Angel Ray, HEXA Big Bang, HEXA Triumph Feather) * **Boost Node**: Upgrades 5th job enhancements (e.g., Benediction, Angel of Balance) * **Common Node**: Job-specific skills **Unlocking Your Potential:** * Receive your 1st Origin skill for free upon completing the quest line; subsequent skills require unlocking. * Refer to our [**HEXA Matrix Guide**](link) for an optimal starting point. **Node Breakdown:** * **Skill Node: Holy Advent** + MP Cost: 1500, Invincible during casting + Archangels descend (Max Enemies Hit: 15, Damage: 570%, Attacks: 8, Chase Cuts: 25) + Upgraded forms: Avenging Archangel, Archangel of Balance, Archangel of Benevolence + Cooldown: 360 sec; Big Bind and Burst Skill for boss binding and skill buffing * **Mastery Node Highlights:** + **HEXA Angel Ray**: Unleashes an angel of judgment after 12 hits (Max Enemies Hit: 15, Damage: 820%, Attacks: 10) - Debuffs enemies, increasing allies' Final Damage by 2% for 20 sec (Max Stacks: 5) + **HEXA Big Bang** & **HEXA Triumph Feather**: Enhanced damage and passive boosts to main bossing skills * **Boost Node Enhancements:** + **Benediction**: +10% Final Damage boost for Bishop when using Benediction; additive with other effects - Passive Effect: All Stats +90 + **Angel of Balance**: Passive damage boost to skills As you begin your HEXA Matrix journey, prioritize unlocking all nodes and then focus on skill development based on whether you're a solo progression player or a party player. If you're in a party, concentrate on increasing burst damage to excel during late-game boss fights. For Bishop, target Benediction, HEXA Angel Ray, and Holy Advent. For solo progression players, follow the infographics and guidance from the Bishop Discord channel. When selecting your first HEXA stat node, choose Main Stat: Attack, with Additional Stats STAT and Critical Damage. Although the early stages have RNG, it's not worth rerolling until your entire 6th job is maxed. Once at level 20, leave it as it will yield a significant damage boost. Ideally, aim for a 10/10/0 HEXA stat composition, but this requires substantial resources or completion of all tasks.